Approved for Release: 2017/11/27 C06712164

[redacted] (b)(3)

21 March 2016

KINGPIN

The Hunt for El Chapo

RULES OF PLAY

Simulation Design by [redacted] (b)(6)

CONTENTS

1. Introduction – *The game in general and how to set up*
2. The Cartel – *What the Cartel team does on its turn*
3. The Hunters – *What the Hunter team does on its turn*
4. Refereeing – *What the Referee is responsible for*
5. Victory – *How each team's performance is judged*

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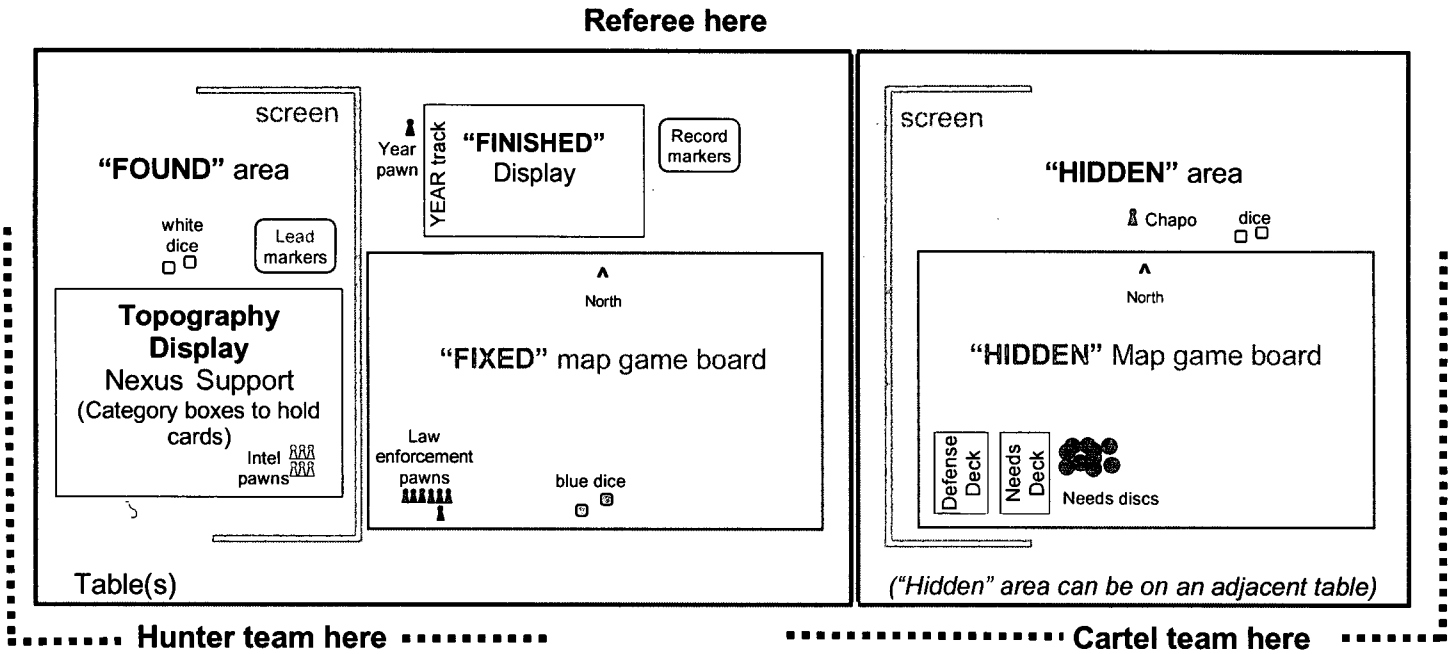

1.0 INTRODUCTION

KINGPIN—The Hunt for El Chapo is an instructional boardgame designed to familiarize intelligence analysts with manhunting methodology. Using tabletop components representing both historical and notional aspects, players reenact the evasion and manhunt that ended with the 2014 capture of Mexican Sinaloa Cartel boss Joaquín "El Chapo" Guzmán Loera (before his 2nd escape in 2015 and later recapture). The full game should take about 90 minutes to play.

Roles

Players are divided between a Cartel team and a Hunter team. The Cartel team sets El Chapo's Defenses and seeks to evade capture while fulfilling a variety of El Chapo's personal and operational needs. The Hunter team deploys intelligence and police assets as well as an elite *Marina* (Mexican Marines) strike unit to unravel El Chapo's nexus and support topographies (his trusted networks) and thereby zero-in on his needs and defenses. A Referee oversees the game to ensure that only the right secret information is revealed.

Setup

See the diagram above. Set out the game boards, displays, and screens on 1 or 2 long tables as shown. Shuffle the Needs deck and place and it and the Defense cards next to the "Hidden" game board, with a pool of green "Needs" discs nearby. Place the Nexus and Support Topography cards face-down in the appropriate marked boxes of the Topography Display in the "Found" area, with a pool of "Lead" markers nearby. Group the various pawns as shown. Give the Hunters a pool of "Record" markers and some white and blue 6-sided dice.

Reference sheets. Give each player an Initial Investigation and Hunter Constraints brief, plus a Player Aid card.

Cartel Preparation. The Cartel team before play blindly draws **6** Defense cards and places them and the green Chapo pawn into legal Locations (indicated on the cards; any for the Chapo pawn) on the Hidden area game board.

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Layout

Hidden and Found-Fixed-Finished. Screens divide the table(s) into 3 areas:

- A "Hidden" area that the Hunter team may not view, holding a Hidden game board map.
- A "Found" area that the Cartel team may not view, holding a Topography display.
- A common area in the middle that all can view, holding "Fixed" game board, as well as a "Finished" box.

NOTE: A Defense's ability to "Hide" Chapo means to move Chapo from Fixed to Hidden—Chapo must be Fixed to "Hide".

Locations. The boards show Locations in western Mexico and their terrain. Holding boxes for cards are associated with each Location, to show Chapo's Defenses, Needs, and such.

- A separate "With Chapo" box, also considered a Location, holds Defenses that are always with Chapo. Chapo may not occupy the With Chapo box.

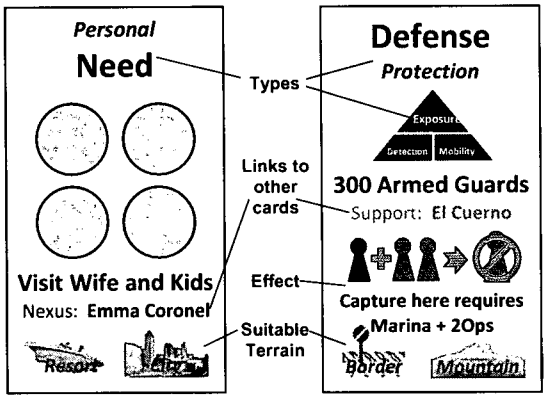
Components

In addition to boards and displays, the game uses pawns, cards, and markers to record actions of the Cartel and the Hunters.

El Chapo. A green pawn ("Chapo") shows El Chapo's current Location, and (by game board) whether he is Hidden or Fixed.

Hunter Assets. The Hunters have **6** white ("Intelligence"), **6** blue ("Police"), and **1** black ("Marina") pawns.

- Intelligence (white pawns) represent the collection of information on individuals around El Chapo; the Hunters place them on Topography cards to Find (flip face up) or Fix (place in a Location) Defense or Needs cards Linked to them.
- Police (blue pawns) represent local investigation, surveillance, and enforcement; the Hunters place them on Locations to Fix (reveal) Need or Defense cards or El Chapo or to Finish (remove) Need or Defense cards.
- Marina (black pawn) represents an elite strike unit; the Hunters can use it as especially effective Police; it is also the only way to Finish El Chapo (once Fixed) for the Hunters to win the game.



Needs Cards and Discs. A deck of "Needs" cards contains 2 types—"Personal" and "Operational". They represent what Chapo wants to accomplish while evading capture. The Cartel team during play draws Needs cards and places them at a Hidden Locations of their choice, within the suitable Terrain shown. During its turns, the Cartel will seek to Fulfill Needs by placing green discs into empty circles on Needs cards collocated with the Chapo pawn, in order to win the game.

Defense Cards. Cartel "Defenses" are of 3 major types—"Exposure", "Detection", and "Mobility.

- Exposure Defenses tend to block the placement of Hunter assets (pawns) in certain areas during Planning or to reduce their local effectiveness—representing defenses that limit El Chapo's physical exposure to the authorities' operations.
- Detection Defenses tend to reduce the number of Hunter assets (pawns) available or nullify Fix and Finish actions—representing defenses that obscure El Chapo's or associates'

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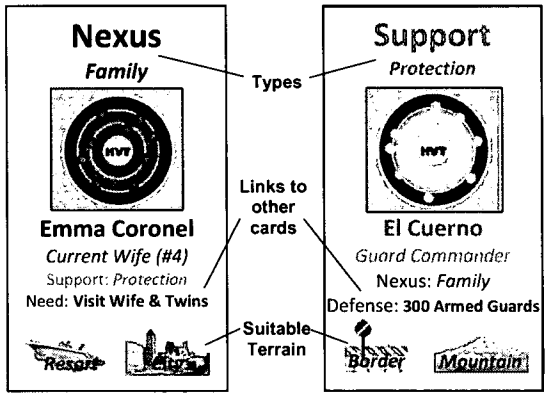
movements or communications from the authorities' collection.

- Mobility Defenses tend to enable the Chapo pawn to make additional, out-of-sequence moves among Locations—representing defenses that aid transit of exposed areas or a quick getaway.

Whenever the Cartel uses a Defense that remains Hidden, they (or else the Referee) must announce that they used a Defense.

Defense cards available to the Cartel team and played onto Locations. Some go to a "With Chapo" display and are, in effect, in a separate Location.



Topography Cards. "Nexus Topography" and "Support Topography" cards represent trusted individuals in Chapo's network. Nexus are individuals with a mainly personal relationship to Chapo; Support are those who help him run his cartel or evade capture. Cards show subtypes (such as "Family") on front and back to aid Hunters in finding various parts of Chapo's network. They show Links to other cards and the terrain where Linked Cartel cards may be placed. Hunters will seek to reveal ("Find") Topography and follow their Leads to Chapo's Defenses and Needs and to him. *NOTE: Topography cards are never Fixed or Finished.*

Leads. "Leads" markers bear named Locations. The Referee places Leads on face-up Topography to show the Hunters that there is a Linked Defense or Need Hidden at that Location and to enable them to Fix those Linked cards.

Records. A pool of "Records" markers bears Hunter asset types and turn numbers. Players may place Records on cards or Locations, in order to record the last time that a Hunter action there showed that something (red target reticle side of the marker) or nothing (no reticle) was there.

Sequence of Play

After Setup, play proceeds through up to 8 pairs of alternating Cartel and Hunter turns (representing a year each, 2008-2015) as follows and detailed below:

Cartel Turn

- Draw and place 1 new Needs card
- Take up to 2 Defense and/or Chapo actions total

Hunter Turn

- Plan and resolve Intelligence
- Plan and resolve Police & Marina

2.0 THE CARTEL

On the Cartel's turn, it must draw and place 1 new Needs card. The team also may perform up to 2 Chapo and/or Defense actions total, in any order.

Add Needs Card

The Cartel team at the beginning of each of its turns draws 1 random Needs cards from the deck and places it at a legal Location in its Hidden area.

Defense Actions

With Defense actions, the Cartel may:

- For 1 action — or for 2 if marked $$ — place any 1 unplayed Defense card into a legal Hidden Location.
- For 1 action if marked 🚌 — or for 2 if marked 🚌 🚌 — move a Defense card between legal Locations—Hidden to Hidden or Fixed to Fixed (not between Fixed and Hidden, nor from Finished).

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Chapo Actions
With Chapo actions, the Cartel may:

- EITHER fulfill 1 Need—place a green Needs disc into a circle on a Needs card that is at the same named Location as the green Chapo pawn. *NOTE: Finished Needs cannot be further Fulfilled.* OR
- Move the green Chapo pawn to any map Location, Hidden to Hidden or Fixed to Fixed.

Leads
Whenever the Cartel adds (or moves) any Defense or Needs card to a Location, the Referee adjusts any corresponding Leads markers at any Linked Found (face-up) Nexus or Support cards (see Leads below).

3.0 THE HUNTERS
The Hunter team on its turn, in this order:

- Plan Intelligence collection by placing any or all of its available white pawns.
- Resolve Intel collection in any order.
- Plan Police and Marina enforcement by placing any or all blue and black pawns.
- Resolve Police investigation (blue) and/ or a Marina strike (black), in any order.
- Advance marker on Turn Track.

Records. Throughout the Hunter turn, both Hunter and Cartel teams may place Records markers as appropriate to note whether or not Hunter actions found something or nothing that turn.

Planning Collection
First, the Hunter team places any or all available* white pawns onto any individual Nexus or Support cards (face-down or face-up, in the Found area), including multiple pawns on one spot, if desired.

**NOTE: Some pawns may be unavailable or ineffective, due to Cartel Defenses.*

Resolving Intelligence
After planning collection, the Hunters and Referee resolve all Intelligence (white) pawns, pawn by pawn in any order the Hunters desire, as follows, depending on what sort of card that pawn occupies.

- Face-down Nexus: flip the card face up (automatically; keep any other pawns on the card there). Referee places Lead markers (if any, see Leads).
- Face-down Support: roll a die; if the roll is a **4-6**, flip the card face up (if 1-3, do nothing). Referee places any Leads.
- Found (face-up) Nexus: automatically flip any 1 face-down Support card of a type Linked to the targeted face-up Nexus (per the Nexus card). In addition, Referee places any Lead markers as appropriate on the targeted and any just revealed Support cards.
- Found card with Lead ("pursuing the lead"): At Hunters' option, instead of flipping a card, Referee directs Cartel to put a Hidden Need or Defense card Linked to the targeted card and at the location shown on that Lead onto the Fixed board at that Location (or in "Defenses With Chapo" box). Remove that Lead marker.

Leads. For all face-up Nexus and Support cards, the Referee monitors whether any Needs or Defenses Linked to it are in play in the Hidden area. If so, the Referee places a Lead marker showing the current Location of each Hidden Linked Need or Defense onto that Topography card.*

- Whenever a Hidden card is Fixed or Finished, the Referee removes Lead markers associated with it from the Linked Topography cards (if any).

**NOTE: The Lead marker lets the Hunters know that a Linked Need or Defense is in play in the Hidden area and where and allows targeting of the Linked cards.*

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Planning Enforcement

Next, the Hunters place any or all of the blue and black pawns that they have onto any Locations in the Fixed area, including multiple pawns on a single spot, if desired.

Resolving Police and Marina

After planning enforcement, the Hunters resolve Police and Marina actions in any order they desire. *(They do not have to pre-designate the order, but they must declare whether each action aims to "Fix" or "Finish" before the referee reveals whether anything is Hidden at that location.)*

Police. For Police (blue), Hunters roll 1 die pawn by pawn and carry out the following only on a **4-6**:

- *Fix:* Cartel team must move 1 item Hidden in that Location *(if any)*—either Chapo or any 1 Defense or Need card—to Fixed. OR
- *Finish:* Hunters move 1 Need or Defense card Fixed at that Location to Finished. Any discs (Fulfilled Needs) on Needs card stay with the card.

Tickle the Wires: Whenever Police Finish a card per above, they get an immediate free attempt to Fix Chapo—on a roll of **4-6**, Fix Chapo (not a card) if Chapo is Hidden at that card's Location.

IMPORTANT: *"Tickling the Wires" is one of the main ways that Chapo gets Fixed.*

NOTE: A pawn in the "Defenses With Chapo" box never Fixes Chapo.

Marina. The Hunters carry out a Marina strike (black), if any planned, as follows.

- At any Location: Fix or Finish as if Police action that rolled a 4-6 (including any Tickling the Wires as if that had rolled a 4-6). (It is still not "Police" for purposes of any Cartel Defenses.) OR
- Location where Chapo is Fixed: Chapo is Finished (captured). Hunters win. *NOTE: The Cartel may be able to use a Defense to block this result.*

Advance Turn

After the Hunters' turn, Referee (or Hunters) advances the colored pawn by 1 number on the track of circles next to the Finished box.

4.0 REFEREEING

The Referee has these responsibilities:

- Enforce compliance by the teams with all game rules, particularly within the Hidden and Found areas (for example, screened die rolls and their effects).
- As Intelligence collection (a white pawn) is resolved, as the Cartel adds Defense or Need cards into play, or as Hidden Defenses or Needs are Fixed or Finished, place or update Lead markers corresponding to current Locations of any Linked cards.
- Help manipulate cards, Record markers, Turn Track, and such in the Fixed area.

5.0 VICTORY

The game ends either as soon as the Hunter team wins or after 8 pairs of Cartel and Hunter turns:

Hunter Win. The Hunters win the instant that they Finish (capture) El Chapo or if, after 8 turns (at the end of 2015), the Cartel has Fulfilled (placed a disc on) less than 1/2 of total circles on Needs cards on the table (Hidden plus Fixed plus Finished).

Cartel Win. The Cartel wins if Chapo remains free (not Finished) for **8** turns, and the Cartel has at that time Fulfilled at least 1/2 (rounded up) of total circles on Needs cards on the table.

NOTE: Unfilled circles on Finished Needs will hinder a Cartels win.

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LESSON PLAN

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MODULE 3A: KINGPIN TABLETOP SIMULATION ROUND 1

Module Classification: [redacted] (b)(3)

Length: 90 minutes (1230-1400 hours)

Module POC: [redacted] (b)(6)

Last Revised: June 2017

LEARNING OBJECTIVES FOR THIS MODULE

Course Learning Objectives: At the end of this course, students will be able to:

- Discuss the manhunting methodology in the context of a highly sophisticated manhunt for a highly sophisticated target.
- Execute and assess simulated manhunting and evasion strategies in a tabletop model.
- Apply the manhunting methodology to chart an analytic and collection way-forward against a high-value target on which the student has pre-existing expertise.

Module Learning Objectives ("Key Takeaways"): By the end of this module, students will be able to:

- Execute simulated hunting and evasion strategies in a tabletop model.

MODULE CONTENT AND INSTRUCTION

Bridge-In and WIIFM: Now that you have seen the video, it is time to play the game! For the next hour, half of the students will act as Chapo/The Cartel. As Chapo, you will have to evade the Mexican authorities while fulfilling your personal and organizational needs. The other half of the students will act as the Hunters, directing intelligence collection and police and Marina actions against the Cartel. For each round of the game, the Cartel will make moves hidden from the Hunters, and then the Hunters will make moves against the Cartel. The instructors wilol serve as facilitators and referees to help guide you through the game.

Don't get too bogged down trying to understand all the rules. The referee will assist you with any questions you might have.

Module Content: Students will play as many rounds as possible for one hour. For each round of the game, the Cartel will make moves hidden from the Hunters, and then the Hunters will make moves against the Cartel. The Hunters should uses the Manhunting Methodology in a deliberate

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and structured approach toward intelligence collection, target knowledge, and operational support.

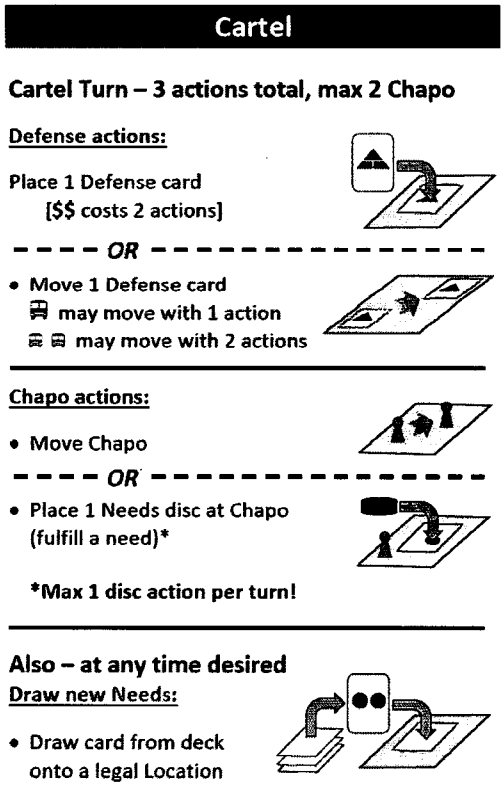
The referee will regulate the game play, but will also facilitate a discussion of strategies and tactics. At the end of the hour, the students, referee, and facilitator will discuss how the game played out.

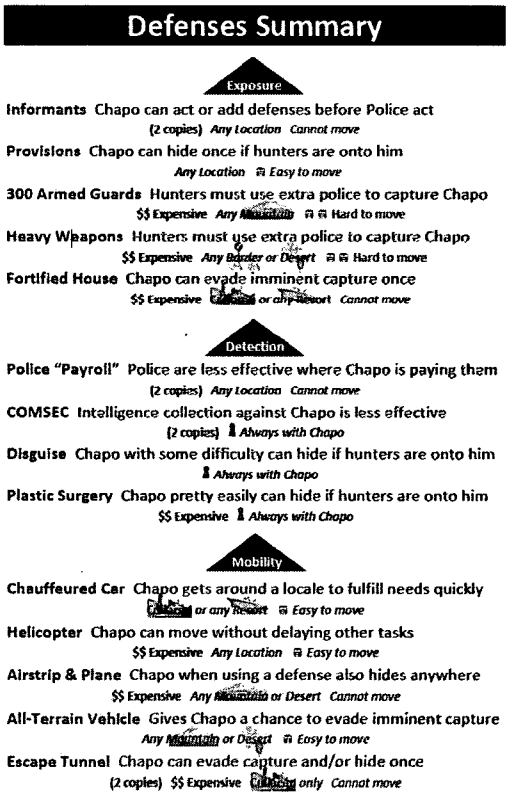
Bridge-Out: Let's take a short break and when you return, we will switch sides and the students will become the hunters.

MATERIALS & SET-UP

Handouts, displays, set-up, classroom details:

- Each game station table will have the Kingpin boards set up.
- Each game station will have an instructor/facilitator playing the game, and an instructor/facilitator serving as referee.
- Each game station will have two copies of the Kingpin Player Aids – one set on the Hunters side of the table and one set on El Chapo side.


Cartel
Cartel Turn – 3 actions total, max 2 Chapo
Defense actions:
Place 1 Defense card
[$$ costs 2 actions]
OR
• Move 1 Defense card
may move with 1 action
may move with 2 actions
Chapo actions:
• Move Chapo
OR
• Place 1 Needs disc at Chapo (fulfill a need)*
*Max 1 disc action per turn!
Also – at any time desired
Draw new Needs:
• Draw card from deck onto a legal Location


Defenses Summary
Exposure
Informants Chapo can act or add defenses before Police act
(2 copies) Any Location Cannot move
Provisions Chapo can hide once if hunters are onto him
Any Location Easy to move
300 Armed Guards Hunters must use extra police to capture Chapo
$$ Expensive Any Hard to move
Heavy Weapons Hunters must use extra police to capture Chapo
$$ Expensive Any Hard to move
Fortified House Chapo can evade imminent capture once
$$ Expensive or any Resort Cannot move
Detection
Police "Payroll" Police are less effective where Chapo is paying them
(2 copies) Any Location Cannot move
COMSEC Intelligence collection against Chapo is less effective
(2 copies) Always with Chapo
Disguise Chapo with some difficulty can hide if hunters are onto him
Always with Chapo
Plastic Surgery Chapo pretty easily can hide if hunters are onto him
$$ Expensive Always with Chapo
Mobility
Chauffeured Car Chapo gets around a locale to fulfill needs quickly
or any Resort Easy to move
Helicopter Chapo can move without delaying other tasks
$$ Expensive Any Location Easy to move
Airstrip & Plane Chapo when using a defense also hides anywhere
$$ Expensive Any or Desert Cannot move
All-Terrain Vehicle Gives Chapo a chance to evade imminent capture
Any or Desert Easy to move
Escape Tunnel Chapo can evade capture and/or hide once
(2 copies) $$ Expensive only Cannot move

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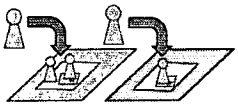
Hunter Team (front)

Hunter Turn –

Plan Collection



- Put white pawns onto Nexus, Support, or Lead

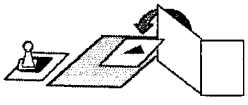
THEN

Resolve Intelligence: Each pawn...

- On face-down Nexus flips it

- On face-down Support flips it on a die roll of 4-6

- On face-up Nexus flips 1 linked Support



- *Or,* at Lead reveals 1 linked hidden Need or Defense

Leads markers on cards show where Cartel has linked assets hidden

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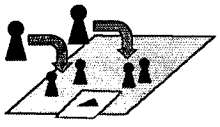
Hunter Team (back)

THEN

Plan Enforcement

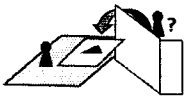


- Put blue & black pawns at any locations on map

THEN

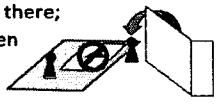
Resolve Police & Marina *(any order)*

- *Police Action* – Each pawn, on a 4-6 ...



Cartel reveals 1 Defense or Need or Chapo hidden there

OR



Take out 1 Need or Defense there; Cartel reveals Chapo if hidden there *(not a card)*

- *Marina Strike*

Same as above, without rolling

OR

At green pawn on map, capture Chapo!

- Each game station will have a copy of the Kingpin Rules of Play.

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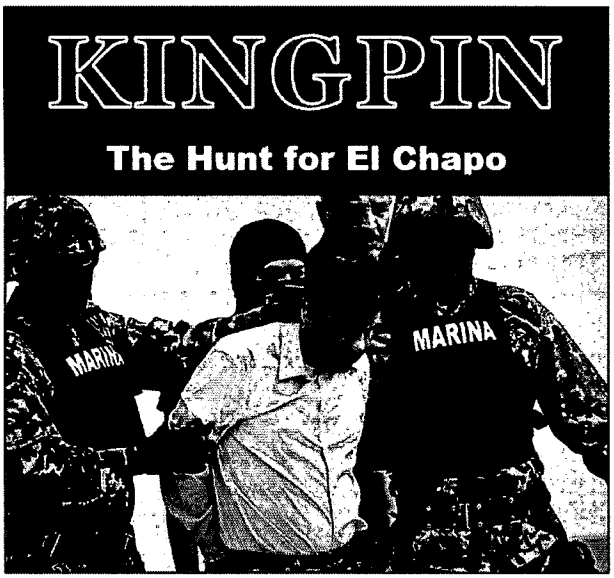

RULES OF PLAY

Simulation Design by (b)(6)

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5. Victory – *How each team's performance is judged*

Module Sources and References: List where on the shared drive and/or online (iSpace or Sharepoint) that module materials are housed (via file path or URL):

- (b)(3)
  - Kingpin PreBrief Info
  - Kingpin Rules of Play
  - Kingpin Player Aids

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LESSON PLAN

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MODULE 3A: KINGPIN TABLETOP SIMULATION ROUND 2

Module Classification: (b)(3)

Length: 60 minutes 1400-1500 hours)

Module POC: (b)(6)

Last Revised: June 2017

LEARNING OBJECTIVES FOR THIS MODULE

Course Learning Objectives: At the end of this course, students will be able to:

- Discuss the manhunting methodology in the context of a highly sophisticated manhunt for a highly sophisticated target.
- Execute and assess simulated manhunting and evasion strategies in a tabletop model.
- Apply the manhunting methodology to chart an analytic and collection way-forward against a high-value target on which the student has pre-existing expertise.

Module Learning Objectives ("Key Takeaways"): By the end of this module, students will be able to:

- Execute simulated hunting and evasion strategies in a tabletop model.

MODULE CONTENT AND INSTRUCTION

Bridge-In and WIIFM: Now that you have played the game from one side, it is time to switch sides. The Hunters become the Cartel, and the Cartel becomes the Hunters.

Module Content: Students will play as many rounds as possible for one hour. For each round of the game, the Cartel will make moves hidden from the Hunters, and then the Hunters will make moves against the Cartel. The Hunters should uses the Manhunting Methodology in a deliberate and structured approach toward intelligence collection, target knowledge, and operational support.

The referee will regulate the game play, but will also facilitate a discussion of strategies and tactics. At the end of the hour, the students, referee, and facilitator will discuss how the game played out.

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Bridge-Out: Let's take a short break and return to the classroom, where we will apply M2 to your own targets.

MATERIALS & SET-UP

Handouts, displays, set-up, classroom details:

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- Each game station will have an instructor/facilitator playing the game, and an instructor/facilitator serving as referee.
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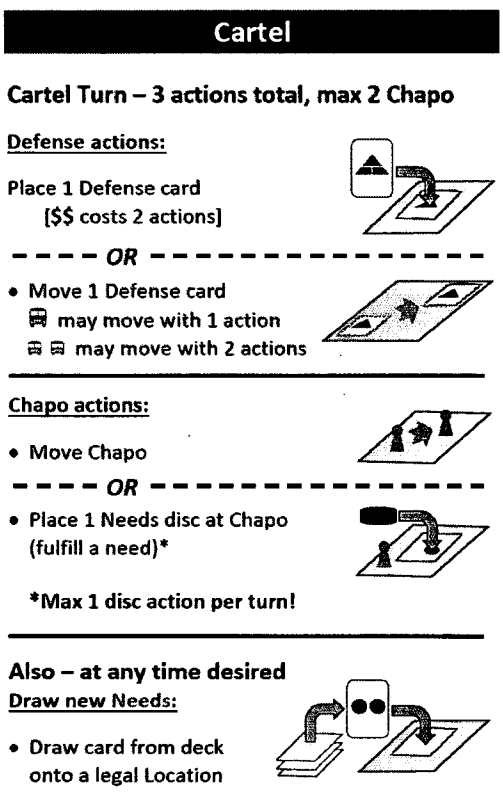
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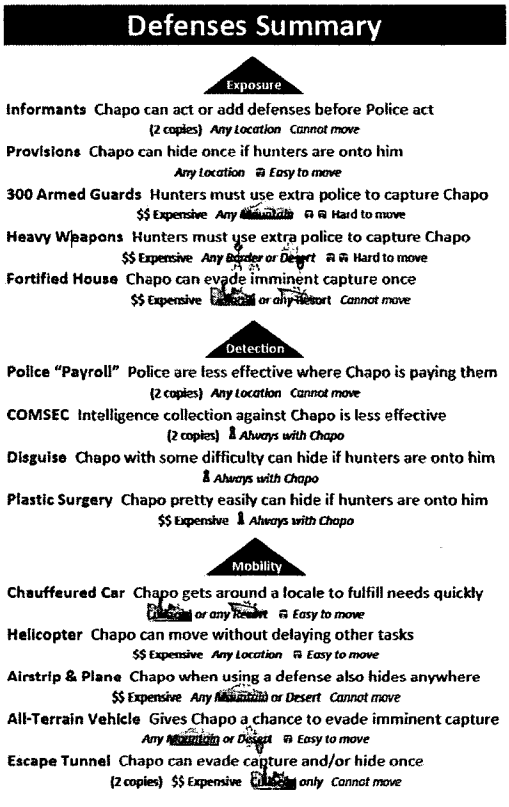
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Informants Chapo can act or add defenses before Police act
(2 copies) Any Location Cannot move
Provisions Chapo can hide once if hunters are onto him
Any Location Easy to move
300 Armed Guards Hunters must use extra police to capture Chapo
$$ Expensive Any Hard to move
Heavy Weapons Hunters must use extra police to capture Chapo
$$ Expensive Any Border or Desert Hard to move
Fortified House Chapo can evade imminent capture once
$$ Expensive or any Resort Cannot move
Detection
Police "Payroll" Police are less effective where Chapo is paying them
(2 copies) Any Location Cannot move
COMSEC Intelligence collection against Chapo is less effective
(2 copies) Always with Chapo
Disguise Chapo with some difficulty can hide if hunters are onto him
Always with Chapo
Plastic Surgery Chapo pretty easily can hide if hunters are onto him
$$ Expensive Always with Chapo
Mobility
Chauffeured Car Chapo gets around a locale to fulfill needs quickly
or any Easy to move
Helicopter Chapo can move without delaying other tasks
$$ Expensive Any Location Easy to move
Airstrip & Plane Chapo when using a defense also hides anywhere
$$ Expensive Any or Desert Cannot move
All-Terrain Vehicle Gives Chapo a chance to evade imminent capture
Any or Desert Easy to move
Escape Tunnel Chapo can evade capture and/or hide once
(2 copies) $$ Expensive only Cannot move

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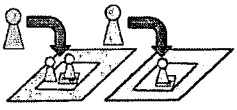
(b)(3)

Hunter Team (front)

Hunter Turn –

Plan Collection

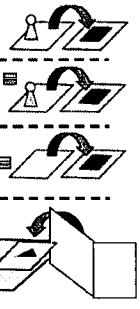
- Put white pawns onto Nexus, Support, or Lead



THEN

Resolve Intelligence: Each pawn...

- On face-down Nexus flips it
- On face-down Support flips it on a die roll of 4-6
- On face-up Nexus flips 1 linked Support
- *Or,* at Lead reveals 1 linked hidden Need or Defense



Leads markers on cards show where Cartel has linked assets hidden

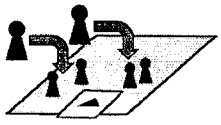
(OVER)

Hunter Team (back)

THEN

Plan Enforcement

- Put blue & black pawns at any locations on map



THEN

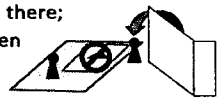
Resolve Police & Marina ***(any order)***

- ***Police Action*** – Each pawn, on a 4-6 ...

Cartel reveals 1 Defense or Need or Chapo hidden there

OR

Take out 1 Need or Defense there; Cartel reveals Chapo if hidden there *(not a card)*



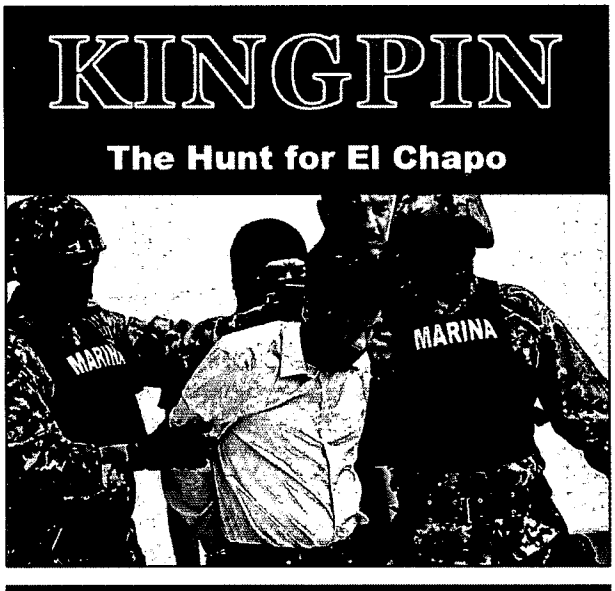
- ***Marina Strike***

Same as above, without rolling

OR

At green pawn on map, capture Chapo!

- Each game station will have a copy of the Kingpin Rules of Play.



RULES OF PLAY

Simulation Design [redacted]

(b)(6)

CONTENTS

1. Introduction – *The game in general and how to set up*
2. The Cartel – *What the Cartel team does on its turn*
3. The Hunters – *What the Hunter team does on its turn*
4. Refereeing – *What the Referee is responsible for*
5. Victory – *How each team's performance is judged*

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Module Sources and References: List where on the shared drive and/or online (iSpace or Sharepoint) that module materials are housed (via file path or URL):

- [redacted] (b)(3)
  - Kingpin PreBrief Info
  - Kingpin Rules of Play
  - Kingpin Player Aids

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Topography

Nexus

Category	Name of Person	Role of Person	Related Support Card	Location
Family	Emma Coronel	Current Wife (#4)	Guard Commander	Resort or City
	Aureliano Guzman	Brother	Logistics Boss	Any
	Armida Guzman	Sister	Financier	City
	Emilio Guzman	Brother	N/A	Any
	Griselda Lopez Perez	Ex Wife (#2)		Culiacan
	Edgar Guzman	Son	N/A	Culiancan
	Maria Consuelo Loera	Mother	N/A	Culiancan or Badiraguato
Interest/Vices	Zulema Hernandez	Lover		Resort
	Ofelia Contreras	Chef		Any
	Jimenez Alto	Song writer		Any
	Felipe Corona	Architect		Juarez Border
Religion	Padre Juan	Counselor		Badiraguato
Prison	Hector Luis "El Guero" Palma	Fellow Prisioner		
Culture/Ethnicity				
Politics	Carlos Hank Gonzalez	Politician		Los Cabos
Business	Carlos Ciento	Real Estate Developer		Resort or City
Education	N/A			
Military	N/A			

Exhibit: Kingpin Analysis

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Topography

Support

Category (I or O)		Name of Person	Role of Person
Individual			
	Protection	El Cuerno	Guard Commander
	Movement	Eddie "El Manejero" Rapido	Driver
	Food/Med	Oswaldo Benjamin Gomez	Personal Chef
	Clothing/Appearnce	David Ropa	Barber
Organizational			
	Firepower	Llanos Romero	Assassin
	Communications	Juan Jose "Azul" Esparragosa	Facilitator
	Logisitics	Arturo "Pollo" Guzman Chico Ramirez	Logistics Juarez Area Boss
	Finance	Miguel Angel "Mudo" Guzman	Financier

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Related Nexus or Support Card	Related Need Card	Related Defense Card	Location
Emma Coronel Nexus		300 Armed Guards	Border or Mountains
		Armored Car	Caliacan or Badiraguato
Ofelia Contreras Nexus		Supplies Food	Badiraguato
N/A		Provides Disguises	Any
			Badiraguato
			City
Emilio Guzman Nexus			Calican or Border Juarez Border
Armida Guzman Nexus			

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Need

Category (P or O)	Number of Circles	Description	Related Nexus Card/Support Card
Personal	4	Visit current wife and kids	Nexus: Emma Coronel
	3	Visit Mother	Nexus: Maria Consuelo Loera
	2	Go dancing and watch movies	NA
	1	Compose Narco corrido (song)	Nexus: Jimenez Alto
	3	Visit prostitutes	NA
Operational	1	Organize strike on Juarez Cartel	Support: Juarez area boss
	2	Develop new tunnels	Nexus: Architect
	3	Set up meth labs	Support: Juarez area boss
	2	Foster goodwill with locals	Support: Financier
	3	Conduct cartel summit	Support: Facilitator
	2	Eliminate rival cartel sub boss	Support: Assassin
	2	Launder drug profits	Support: Financier
	2	Develop new overseas' markets	Support: Facilitator

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Possible to Move?	Possible Location
Yes	Resort/City
No	Culiancan or Badiraguato
Yes	Resort/City
Yes	Any
Yes	Resort/City

No	Juarez Border
No	Nagales Border
Yes	San Ignacio Mountains or Sonora Desert
Yes	Nagales Border/Caliacan/Badiraguato
Yes	Sonora Desert/Baja Desert
No	Juarez Border
Yes	Resorts and cities
No	Cabos or Mazatlan

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Defense

Category (E,X, or D)	Sub Category	Description of Defense	Related Support Card	Effect of Defense

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Difficult to Obtain?	Possible to Move?	Possible Location

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(b)(5)
(b)(6)

Defense

Category (E,X, or D)	Sub Category	Description of Defense	Related Support Card	Effect of Defense	Diffi
Exposure	Protection	300 Armed Guards	El Cuerno	Capture here requires Marina and 2 police	Yes
Exposure	Firepower	Heavy Weapons	Llanos Romero	Captures here requires Marina and 3 police	Yes
Exposure	Communications	Early Warning Spotters	Juan Jose "Azul" Esparragosa	Captures here requires Marina and 1 police	No
Exposure	Food/Medicine	2 weeks of provisions	Oswaldo Benjamin Gomez	Capture here requires Marina and 1 police	No

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Mobility	Movement	Airstrip and Plane	Arturo "Pollo" Guzman	Captures requires Marina and 3 police	Yes
Mobility	Movement	Hidden Underground Tunnel	Eddie "El Manejero" Rapido	Captures requires Marina and 2 police	Yes
Detection	Clothing/Appearance	Plastic Surgery	David Ropa	Detection requires 4 intel	Yes
Detection	Clothing/Appearance	Peasant Disguise	David Ropa	Detection requires 2 intel	No
Detection	Finance	Bribes to officials	Miguel Angel "Mudo" Guzman	Detection requires 3 intel	No

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(b)(6)
(b)(3)

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Effect of Defense	Difficult to Obtain?	Possible to Move?	Possible Location
Capture here requires Marina and 2 police	Yes	No	Border; Mountain
Captures here requires Marina and 3 police	Yes	No	Desert; Mountain
Captures here requires Marina and 1 police	No	No	Desert; Mountain; Border
Capture here requires Marina and 1 police	No	No	Any
Captures requires Marina and 3 police	Yes	No	Desert; Caulican
Captures requires Marina and 2 police	Yes	No	Border; Caulican
Detection requires 4 intel	Yes	No	Any city
Detection requires 2 intel	No	Yes	Any location
Detection requires 3 intel	No	Yes	Any location

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Defense

Category (E,X, or D)	Sub Category	Description of Defense	Related Support Card
Exposure	Protection	300 Armed Guards	El Cuerno
Exposure	Firepower	Heavy Weapons	Llanos Romero
Exposure	Communications	Early Warning Spotters	Juan Jose "Azul" Esparragosa
Exposure	Food/Medicine	2 weeks of provisions	Oswaldo Benjamin Gomez
Mobility	Movement	Airstrip and Plane	Arturo "Pollo" Guzman
Mobility	Movement	Hidden Underground Tunnel	Eddie "El Manejero" Rapido
Detection	Clothing/Appearance	Plastic Surgery	David Ropa
Detection	Clothing/Appearance	Peasant Disguise	David Ropa
Detection	Finance	Bribes to officials	Miguel Angel "Mudo" Guzman

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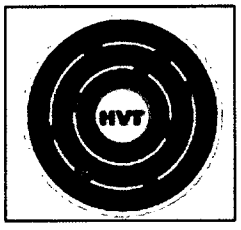
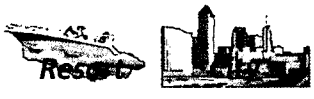
These cards dealt to Hunters in "Monitoring" area, can move to "Known"

Nexus
Family

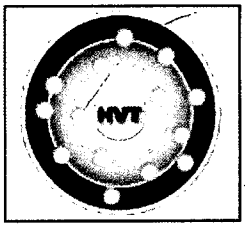


Emma Coronel
Wife
Support: *Guard Commander*
Need: **Visit Wife and Kids**



Support
Protection/Firepower

"Individual" or "Organizational"



El Cuerno
Guard Commander
Nexus: None
~~Asset~~ Defense: **300 Armed Guards**
Need

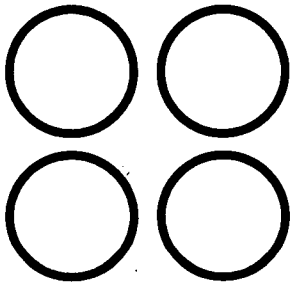
Can include dies to Needs (e.g. Operational)
If Blown, remove dies from Needs.

1-for-1

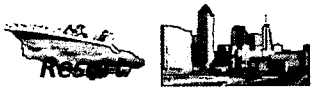
1-for-1

These cards dealt to Cartel in "Hidden" area; can move to "Known"

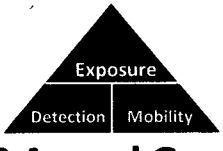
Need
Personal



Visit Wife and Kids
Nexus: **Emma Coronel**



~~Asset~~ Defense
Protection/~~Firepower~~



300 Armed Guards
Support: **El Cuerno**

Capture here requires Marina + 2Ops

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Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert
Culiacán	Culiacán	Culiacán	Los Cabos	Los Cabos	Mazatlán	Mazatlán	Nogales Border	Nogales Border	Juarez Border	Juarez Border	Badira-guato Mountain	Badira-guato Mountain	San Ignacio Mountain	Baja Desert	Sonora Desert

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With Chapo	Marina 1	Marina 5	Marina 1	Marina 5	Police 1	Police 5	Police 1	Police 5	Police 1	Police 5	Police 1	Police 5	Police 1	Police 5	Police 1
With Chapo	Marina 1	Marina 5	Marina 1	Marina 5	Police 1	Police 5	Police 1	Police 5	Police 1	Police 5	Police 1	Police 5	Police 1	Police 5	Police 1
With Chapo	Marina 2	Marina 6	Marina 2	Marina 6	Police 2	Police 6	Police 2	Police 6	Police 2	Police 6	Police 2	Police 6	Police 2	Police 6	Police 2
With Chapo	Marina 2	Marina 6	Marina 2	Marina 6	Police 2	Police 6	Police 2	Police 6	Police 2	Police 6	Police 2	Police 6	Police 2	Police 6	Police 2
With Chapo	Marina 3	Marina 7	Marina 3	Marina 7	Police 3	Police 7	Police 3	Police 7	Police 3	Police 7	Police 3	Police 7	Police 3	Police 7	Police 3
With Chapo	Marina 3	Marina 7	Marina 3	Marina 7	Police 3	Police 7	Police 3	Police 7	Police 3	Police 7	Police 3	Police 7	Police 3	Police 7	Police 3
With Chapo	Marina 4	Marina 8	Marina 4	Marina 8	Police 4	Police 8	Police 4	Police 8	Police 4	Police 8	Police 4	Police 8	Police 4	Police 8	Police 4
With Chapo	Marina 4	Marina 8	Marina 4	Marina 8	Police 4	Police 8	Police 4	Police 8	Police 4	Police 8	Police 4	Police 8	Police 4	Police 8	Police 4
With Chapo							Police 5	Police 6			Police 7	Police 8			
With Chapo							Police 5	Police 6			Police 7	Police 8			

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Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5
Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5	Intel 1	Intel 5
Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6
Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6	Intel 2	Intel 6
Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7
Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7	Intel 3	Intel 7
Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8
Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8	Intel 4	Intel 8
Intel 1	Intel 5	Intel 1	Intel 5	Intel 2	Intel 6	Intel 2	Intel 6	Intel 3	Intel 7	Intel 3	Intel 7	Intel 4	Intel 8	Intel 4	Intel 8
Intel 1	Intel 5	Intel 1	Intel 5	Intel 2	Intel 6	Intel 2	Intel 6	Intel 3	Intel 7	Intel 3	Intel 7	Intel 4	Intel 8	Intel 4	Intel 8

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KINGPIN Rules

- Terminology Update
  - Hidden : Hidden
  - Monitoring: Found
  - Known: Fixed
  - Blown/Captured: Finished

Cartel Team

Each Turn gets ___ Moves (2, 3, 4 ?)

- up to 2 Defense actions, then
- up to 2 Chapo actions

— or —

Gets to do each in order:

In order:

- ~~Move Chapo~~ (once)
- Draw Defense (1)
- Move Defense (1 or 2)
- Place Defense (1 or 2) } or: 1 or 2 total? → 1 or 2 total
- Move Chapo (incl. Known → Hidden) (once)
- Fulfill Need (1 if Chapo moved, 2 if not) → 1 or 2 total

- (Add 8½x11" "Finished" holding box)

Setup

Draw ___ Needs a) (4?) b) (8?) b) (6?)

Draw Defenses ___ each Exposure + Detection + Mobility

a) (4 each ?)
or?
b) (6 each ?)

Place all Needs and ___ total Defenses (in any proportions desired)

a) (6?)
or?
b) (8?)

Decks

Needs (both Operational & Personal)

Exposure Defenses
Mobility Defenses
Detection Defenses

Nexus
Support
} or in 1 Deck?? Is "Topography" ~~Topography~~

By type on back

Hunter Team

Move all pawns - THEN - Resolve White → Blue → Black (?)

Each Turn

Place any/all available pawns desired, on...

Max Pawns per Location:
- Each Topography (Known) Desert: 1
- Border: 2
- Resort City: 4?
- : Any

	Location	Effect
White (Collection): (place on any card)	• Nexus Deck • Support Deck	Take (Flip) 1 Card → Monitoring; Roll: 4-6 = Take 1 Card → " } per pawn (if each color?? total)
	• Topography (Monitoring and Known) card (Monitoring or Map Known)	Roll: 4-6 = 1 associated Need or Defense (Cartel choice if several) } per pawn; Hidden → Known (or all on 1-6-1?)
	Map location → ~~X?~~ (White on cards only?)	Place Chapo if Hidden or Known; Roll 1 die per blue pawn: 4-6 = Success; Monitoring → Known; all associated Hidden → Known
Blue (Ops): (place on Found, Fixed, or Known locations)	• Nexus Card • Support Card • Defense (Known) • Need (Known) • Map location	Known → Blown; all associated Defenses Hidden → Known; Associated Needs → Blown (out of play); (always?) Roll 1 die/pawn: 4-6 = Success; Roll 1 die/pawn: 4-6 = → Blown; Roll 1 die/pawn: 4-6 = Place Chapo or Defense (Hidden → Known) (over)

Do Topography cards ever go onto Known map or Blown ??

Only Defenses & Needs?

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KINGPIN (continued)

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Hunter Team - ~~Each~~ Team (cont.)

	Loc.	Effect	
Black (Marina)	• Map Location	If Chapo there & Known, Capture Chapo (Win Game)	<Modified by Defenses etc.>
	• Any Found or Fixed Card	Same as Blue (Ops) but auto success (no if 4-6). + if Nexus or Support is Finished: Roll, 4-6 =	

Victory: What if Need card is Finished? (Chapo's must draw and place Need card)

- Discs frozen and count normally (either for Chapo victory or draw).

Defenses – General Effects

Exposure → • reduce Blue available? (penetration, corruption)
• Block/Nullify blue placement; black/white (worsen die rolls needed)
• Require certain #s of blue or black for other person placement or success.

Detection → • Reduce #s of pawns (esp White, some Blue)
• Nullify Fix (Finish?) actions ... worsen die rolls needed

Mobility → • Nullify Chapo Finish
• Free Chapo moves, ~~in~~ during Hunter turns
possibly before Hunter actions, poss after.
• Free Chapo move during Cartel Turn? (to allow more Needs filling?)

Other Characteristics

- Loc (terrain) restrictions
- Some cannot move
- Some cost 2+ actions to place
- Some are harder to Finish
- Some have not Topography associations

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KINGPIN Notes

- Map -- Add light gray "Adjacent" arrows: Baja-Los Cabos; Nogales-Sonora-Juarez; Badiraguato-Culiacan-Mazatlan-San Ignacio. (For Mobility effects; Chapo can still move anywhere on Cartel turn.)

- Topography Display -- Add holding areas within boxes with "(#)". Card backs say type of Nexus or Support [?]. All Topography cards have associated something; some have other types of Topography associated, allowing (possible?) free Finds there (Nexus to Support only?).

- Add 2x El Chapo Defense triangle displays ("El Chapo" is a possible Defense card location).

Several Defenses have no associated Topography: they can be Fixed and Finished (via location Ops pawns or ?) as Chapo uses them to escape. e.g., "El Chapo"-located Defenses have no Topography.

When Topography cards go from Found to Fixed and no associated Need or Defense, Cartel places them. When Defense or Need placed that is associated with already Fixed Topography, Cartel must place in that (Fixed?) location.

Duplicate Needs: act as a single card that just adds circles (must be placed wherever original is, including finished).

Cartel victory: >1/2 circles filled? All but X circles filled?
Game end: either Chapo Finished OR all circles except Finished are filled.

- Finished Display has arrow down indicating that map is "Fixed" Display.

What is mechanic to make it advantageous to Collect against all types of Nexus???
- limit of 1 pawn / type / turn ?? (Not realistic?)
- Less numerous types lead to more, eg by association with Support+Need , or with other Nexus one-way as a special ability (e.g. "Talkative: Reclaim 1 Collection")? (too subtle?)
- ?

Topography-to-Defense/Need associations ("Ties") must be 1-for-1, to facilitate tracking among locations, Hidden-Fixed, etc.

CONTINUED...

Nexus-to-Support Ties only exist for some cards, and are by category, so that Hunters can just pick a card in that box and flip, without Referee intervention.

- Give Referee cheat sheet of all card ties, or at least Topography-to-Needs/Defenses. Referee will need to be able to award the right Lead markers, based on what is Hidden.

Actions within Found area affect/reveal only more Topography. Placing a location marker on a Topography card there is revealing a Lead; location markers are also called "Lead" markers. Referee awards a Lead marker when the Topography card is tied to a Hidden card. Hunters can move cards with Lead markers to that location on the Fixed board (free or as an action, eg with blue pawns?), "Fixing" it. Only then can Topography affect (reveal or Finish) Hidden cards or Chapo.

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"KINGPIN — The Hunt for El Chapo"

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Need a player/team as Chapo: to react.

"The Hunters" – Limit/min. of hunters is that gain data or takes action lets Chapo team know something, react creatively w/i bounds (shore up triangle, etc.)

"The Cartel" – Chapo team knows key vulnerabilities they are in most instances not allowed to close (e.g. Mexican)

Incorporate 2 or so additional alternatives to key facts. (expand over to border, for example)

Chapo team at beginning chooses from above options sets, to commit to a "strategy" w/i △.

Hunters are seeking to discern, then degrade this strategy, w/o giving Chapo too much opportunity to react and change options, and getting him w/i a set number of moves.

Q: On the triangle, what was Chapo's actual strategy?
- what other choices/options were plausibly available to him?
(what were tradeoffs?)

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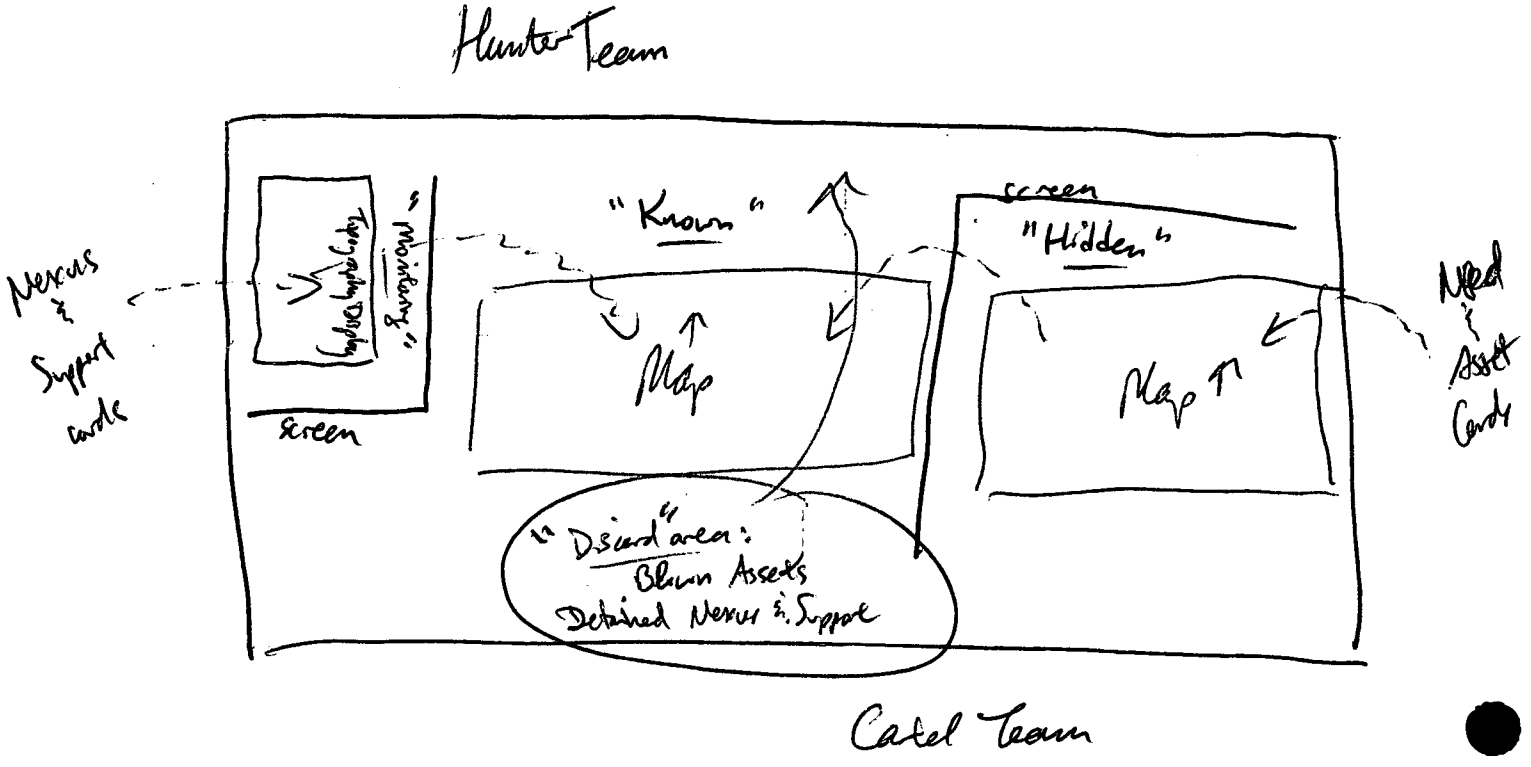

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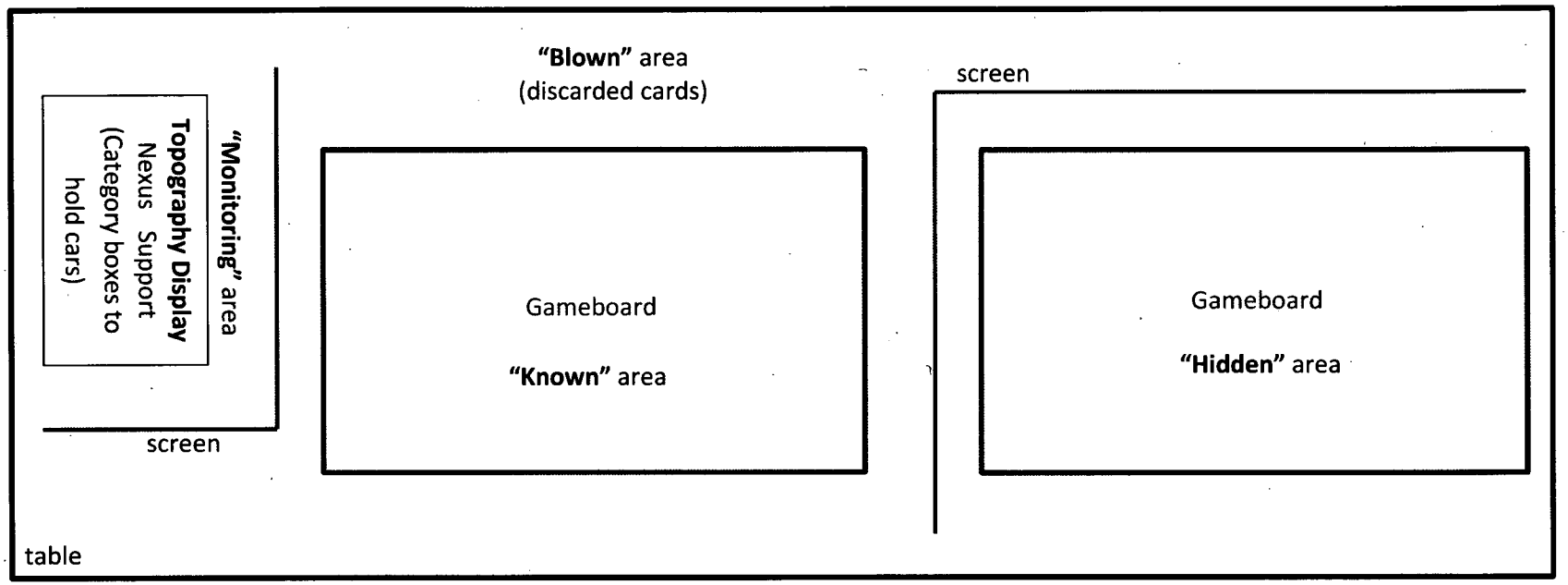
Hunter team here



Cartel team here

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Needs (Death Cards)

Assets (Memorization cards selected / added)

Operational Needs | Personal Needs | Detection | Mobility | Exposure

NT (Dealt) ST (Selected/added)

Prebrief sheet (to both sides):

A) Int'l Investigation -- Chapo timeline, personality, etc.

B) Hunter constraints -- Sierra Madre (permanent Exposure Asset), Informants will reveal searches, (open board)
Limited Martha (pawns), Limited time (moves)

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CRITICAL MISSION ASSURANCE PROGRAM

(Hunter)
(Hidden)
NT & ST cards board for ST categories
Cards before localized?
— or on <mini map> here?

Hunter Board | Open Board | Chapo Board
Hunter's
Chapo Team
GM

2nd Set of NT/ST cards; GM places secretly to Hunter board depending on Hunter "Research/Call" compared to Chapo board

(Open)

Large geo board with room for cards for NT & ST in Regions, City etc. points
("Collection" "Operations" "Maintenance")
for search (pawns)
"Chapo" pawn

(or 3+ <mini map>)
+1 NT/ST board
+1 Triangle Needs score board

Spaces for revealed Locs (w/ discs)

Search Locs
- Urban
- Resort
- Mountain
- Ranch
- Desert (incl. airstrip)
- Border (Crossing/Area)

Cards

NT card
- NT type(s)
- Locs
- ~~related STs~~
- (List of related i.e. possible) Needs

ST Card
- Locs
- List of NTs that ST reveals
- could reveal ST.
- List of possible assets

← w/ standard pics/icons on cards by type

Chapo (Hidden)

Triangle board w/ assets cards

Chapo location arrow (<mini map>)

Needs cards & point score discs

Drawing "Needs" adds certain NTs cards

Adding "Assets" adds certain ST Cards

Assets that list them

Revealing NTs compared to related STs

Chapo must fill Locs to go to Exfil discs

Title
Flow Locs
Geo Locs
NTs

Revealing NTs can reveals related STs

Needs that list them

Discovery to these w. revealed NTs

Each Card has X circles. All (or a #) must be filled in by discs to win. Vary levels:

Chapo free and 7 X's to discs
• Chapo Wins
Chapo free and 2 X's discs
• Draw - Chapo Hunter
Chapo Captured Hunter win

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Sequence

(pick 1 or 2)

Chapo can build/change asset; ~~relocate~~ Chapo; fulfill need; none.

(Hidden board)

"Collect" research NT → (Personal Need Cards) (Exposes Needs-box?)

die rolls → Depending on NT & ST in hand (also, geo matters; what assets on triangle: more assets means smaller die roll chance)

(Can reinforce Δ assets?? in Resolve Search)

Research ST (Hidden Board)

(allows more dice in bucket?)

Place Search Pawns (on Open geo board)

("Strike"?) ("Marines?" "Marina")

Resolve Search → Localize NT/ST?

- Possibly reinforce/expose assets of more NT/ST
- Possibly localize Chapo
- Possibly detain Chapo Capture

(Open geo board)

die rolls

Pawns "Hunters" Depth Charges

Pawns 2 "locks" upgrade

Mechanic #1

Research

NT → NT/ST → localized NT/ST

(Revealed localizes them? (on card))

Mechanic #2

Search (and revealed) ("Hunters")

Pawns → Localized NT/ST → "Tickle the Wires" → Adds known Op-Needs?

- Neutralized Assets
- Chapo localized

↳ Chance to capture

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CRITICAL MISSION ASSURANCE PROGRAM

Consim Press
"The Hunters"

SKS
"Kingpin"

U-Boat	=	El Chapo
Patrol	=	Assigned Needs
Tonnage Sunk	=	Need Points Scored
Encounter (Pressing Attack)	=	Need Card(s) Played
Detection	=	Search vs. NP/SP or Chapo
Hits/Damage	=	Asset Neutralized/for NP/SP revealed
Evasion/Not Detected	=	Escape/"Getaway"
Sunk	=	Captured

Pressing Luck
- Close Range (extra early Detection roll) = Multiple Needs Cards in single move
- Exceeding Depth (Damage roll) = Expend "Getaway" asset

=> Especially if known/likely Search Loc

Table Configuration

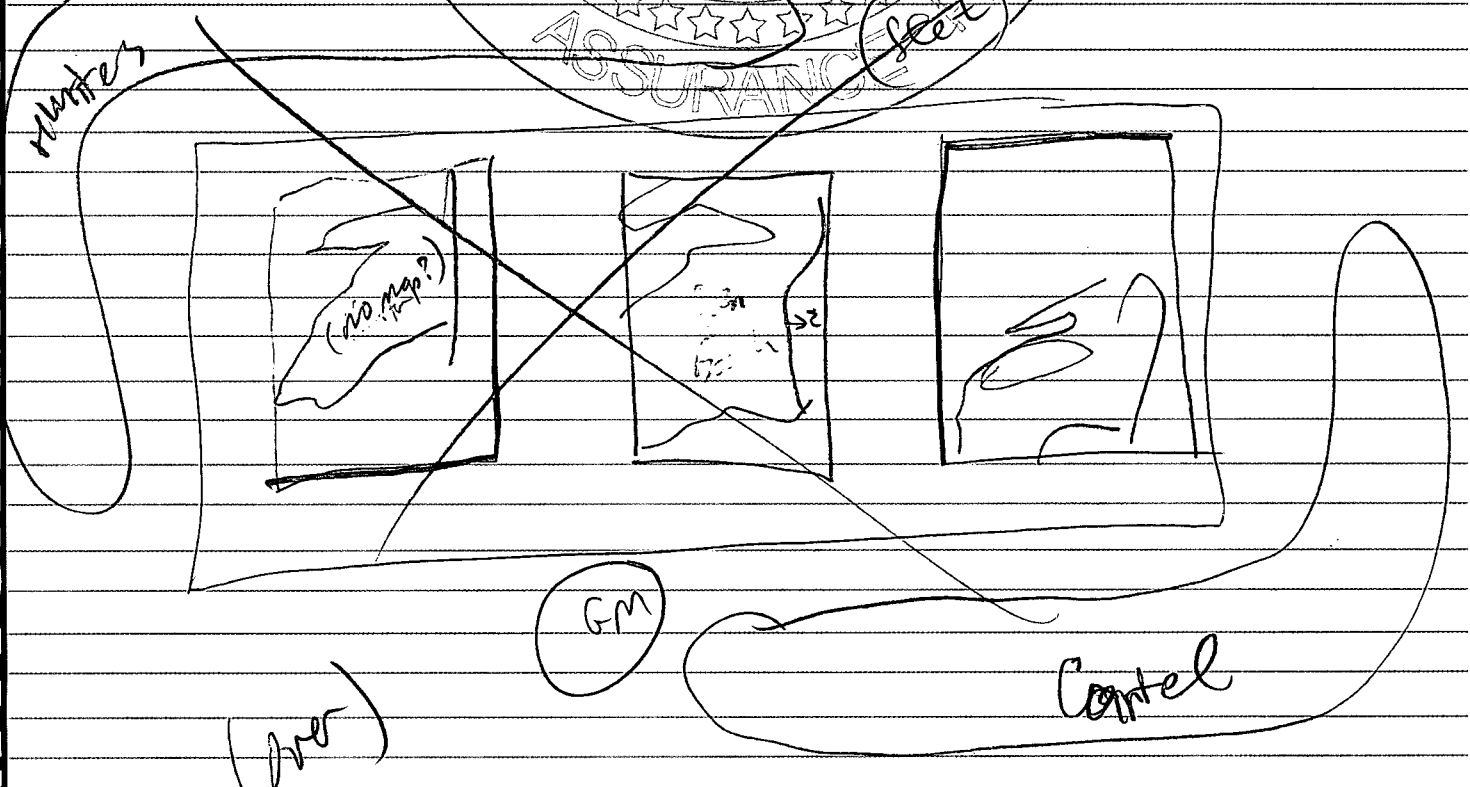

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Table Cards

Assets have Vulnerabilities.

Hunters

Can self-neutralize in 2 months uncontested (e.g. Guards for whom unlikely compatible)

Cards

Neutralized

Chapo pawns

Assets

categories

STs

NTs

Needs

Cartel

Same as Cartel Board

Hunter pawns
- Collection
- operations
- Marina

STs

NTs

Hunters

CRITICAL MISSION ASSURANCE PROGRAM

Cartel

Status of NTs, STs Assets, Needs

	STs	Assets	Needs
Nothing playing (in need)	NTs		
Hidden (in play)			
Known (located) (securing) (in play)			
Exposed			
Neutralized (exposed not in play)			

Could be on Cartel & Hunter Boards at same time

Either on Cartel or Open Board

Align terms w/ Mz

"Support Asset" = Assets	SubAsset
"Support Net" = ST	Support Network
"Requirements" : need	Need
"Social Net" Trust Net - NT	Social Profile

2 copies of cards

1 copy of cards

Pawns

Chapo ⇒ 1 x green

Marina ⇒ 1 x black

Ops ⇒ 3 x blue (municipal police, etc.)

Collection ⇒ 10 x white

Cards ↑ or ↓ number of available pawns.

Only "Marina" can ↑ Chapo (Hunter constraint)

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"KINGPIN" — ~~UNCLASSIFIED~~

newyorker
2014/05/05
hunt for el chapo

M2

~~SOAR~~

Steps as Seq of Play?

1. Initial Inv.
2. NT
3. ST → Δ
4. Constraints / Hum (or Blue)
5. ACH

Roles?

NT - ST chart
↓ leads players to
Pins on map
(= geo effort?)

reveals opportunities where Δ constraints

time element (fleeting opportunity)

defeat / constraints

Def
- Home in city?
- Tunnels?

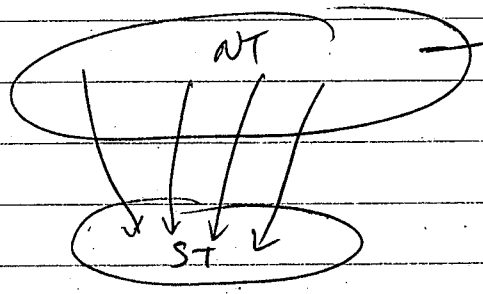
Mob
- Amy [illegible]
- testimony

Exposure (sanctuary)
- Sierra Madre

Analyst
- Door kicker
- Interrogator
- Case officer
- SIGINTER
- Liaison

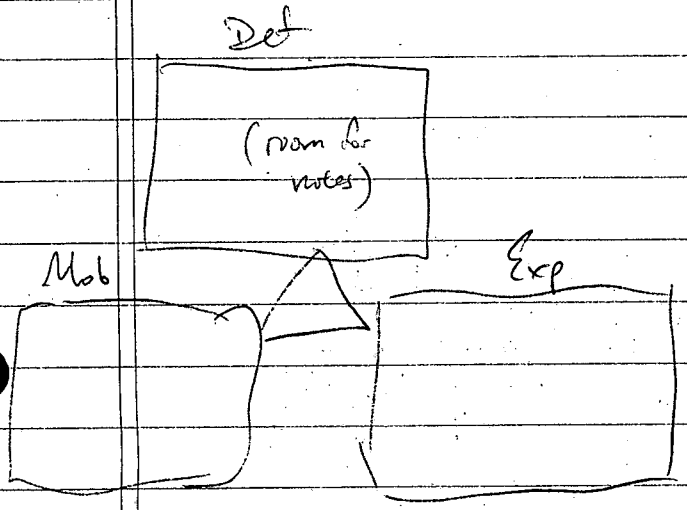
(= HVT profile, that searchers try to diminish / constraint / reshape)

"layer cake"



→ vulnerability / opportunity

Does scope include only data gathering/analysis? Or include hunting strategy also? (w/ impact on ST & Δ?)



- Public life
- Private life
- Secret life

what is in the inside of the triangle, that he is protecting

7 categories of deception
- mimicry

:::

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Chapo team must complete a certain # or VP value of actions over course of game -- operational and personal acts (comms w/ Dr. Jorg; visits w/ family; restaurants, etc.)

These in particular are determined by then card draw: Then Chapo team sets strategy.

Asymmetry

Chapo team ops menu is Δ.

Hunter team's Ops menu is M2 steps 1, 2, 3, 4 → once all data accumulated → 5: strike

(Start w/ 1 and 4 hand.
To get more info re 2, 3, and especially to strike 5, chance of revealing state of knowledge to Chapo team and/or adding to its chances to exit)

2 & 3 player action = collection/research

Time limited, so only so much 2, 3, 5 actions available total.

Teams are unitary — no other roleplay: not key learning obj.

Play twice, switching roles, so everyone learns both values & asymmetry.

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9x Spaces

2x Mountain	2x Desert	2x Border	1x Urban	2x Resort
(SMO North)	Baja	Nogales	Culiacan	Cabo
(SMO South)	Sonora	~~Tijuana~~	~~Durango?~~	Mazatlan
		~~Juarez~~		
		Juarez		

Badiraguato

San Ignacio

Assets

Exposure

Ranch

300 Guards

Mob

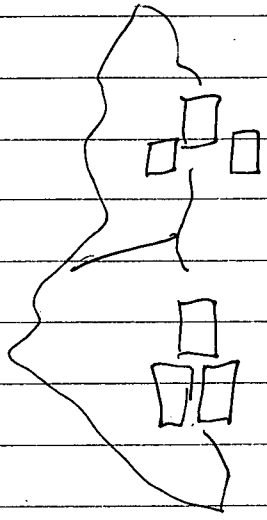
Plane & airstrips
Desert, Mountain, Border

Def

lawns occupy 1 space each.

1x Green
1x Black
3x Blue
6x White

Each pawn allows a die roll.



Each of 10 areas has building boxes for 3 (stacks of) cards:

~~Exposure~~
~~Def~~ ~~Mob~~

12x (or 24x) green discs.

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(b)(3)

Pre-course: • Read "The Hunt for El Chapo"
• ID and fill out "Initial Investigation" on Student's HVT; send to instructors

Module 1: Case method discussion of "The Hunt for El Chapo" to reveal (b)(3)

Module 2: Play "KINGPIN"
• 2 tables, 2 Facs
• 4 teams of ~~us~~ to 4 students each
➢ Discuss ~~as model of ...~~ team strategies, how what worked worked

Lunch: Optional 30 min Media Center compilation of Chapo news/docs

Module 3: Play "KINGPIN" again, reversing team roles
➢ Discuss as model of m 2
– what realistic, unrealistic?
– what makes you think of hunt for your HVT?

Module 4: Indiv. work on HVTs: Fill out as much as known of
– NT
– ST
– Hunter Constraints } What are best leads?
Note what is missing: What is HVT's triangle?
• what can be pursued vs what's known above?
• what will you do next back on the job?

Read outs among table teams, w/ 1 face or SME each table.
Collect "best thing you heard", ~1 fm each table.

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